

WAL::Wal

- + shouldClose
- + timestep
- _systems
- _scene

- + getScene()
- + changeScene()
- + addSystem()
- + addSystem()
- + getSystem()
- + removeSystem()
- + run()
- + Wal()
- + Wal()
- + ~Wal()
- + operator=()
- _run()